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# FOREST DEFENSE

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## WHAT IS FOREST DEFENSE?

It's an indie platformer/tower defense hybrid with slight artificial life touches. The game is still under development but it will soon be released in its alpha form.

You play as a Changeling girl (you were "adopted" by fairies as a baby) and your mission is to stop humans from destroying your forest. To do so you're given the ability to tune yourself to the many Fairy Stones scattered across the forest. With the power these grant, you can shape the forest to your benefit by strategically growing several types of plants on your enemies' path.

These plants are all unique and have special powers and features, such as: attracting a certain type of animal, spawning fairies, giving off toxic pollen, man-eating carnivorous flowers, etc... On top of that, many creatures interact with each other as well as with plants.



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## TIPS & TRICKS

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Deep in the woods, a secret battle is about to begin between nature and the dark forces out to destroy it. For eons, the old tree-spirit Hamadryad has sustained this quiet and peaceful forest. Now, an ancient evil is stirring - the Automata, a mindless race of mechanical beings that have lain dormant for ages, are awake and are out to attack the forest.

But there is hope. The Hamadryad can oppose the Automata using the power of Sun and Water to conjure up its own forces. Leading this army is the Devout, a hero whose name and identity are lost in time.

Facing impossible odds, you must fight alongside the Devout to defend the forest against the evil Automata. With quick thinking and good judgment, draw power from the Hamadryad to summon and build an army of defenders. The enemy is merciless and unrelenting, so summon wisely, because each strike can lead you closer to victory... or defeat.



## CRYSTALS

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**Farming** - A good way to farm crystals is to make it to the last wave in a level that has not been completed and die. You will receive more crystals than if you completed the level and replayed it or dying on the last wave of the same completed level. The more waves you complete before losing, the more crystals you get. (Example: If I play level 14-3 and die on the 12th wave without ever completing the level I will get over 500 crystals every time. But if I complete level 14-3 and then replay it I will only receive 159 crystals). Farming crystals on Missions this way yields twice as many crystals, around 1000. The easiest way to lose the last wave is to sell your towers.



## ENEMIES

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**Devil Observer** - You can prevent this enemy from summoning skeletons with it's special attack by using Freeze right after its starts to summon or by placing warriors in it's path.

**Orc General** - You can prevent this enemy from stunning near by towers by using Freeze right after its starts to use it's special attack or by placing warriors in it's path. You can "unstun" towers that were stunned by constantly clicking on them (that's why they are signed with a "Tab").

**Towers** - When starting in normal mode it's a good idea to max turret upgrades at lvl 3 (must be in Hard mode to upgrade further) before spending crystals to increase there power.

**Bunker** - These are a waste because of how often they miss and there weak damage. I wouldn't spend crystals in this until later in the game when your going for Architecture Research and Missions.



**Lab** - It's best to just max upgrade level at first. Labs don't do that much damage so spending your crystals on towers that do more DPS will help you kill faster sooner. The slow function is very useful for big enemies and bosses. The Avengers upgrade which lowers enemy defense is sometimes a must on boss levels.

**Fort** - You'll use these towers the most and it's a good idea to increase their attack power with crystals first before other towers.



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## WARRIORS

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I haven't invested anything in warriors yet. In some stages however there are warriors there to help. On stages 4-1, 4-2, and 4-3 on Hard you get to play with each. Out of those stages the Wizard was the most effective because they can attack flying enemies.

**Wizard** - Has ranged and melee attacks. Can damage flying enemies and stop them temporarily with skill. Skill prevents enemies from moving or attacking. Would recommend taking for first play through as being able to attack air units makes them much more useful.

**Paladin** - Good attack damage. Special attack will heal your Paladin's health over time.

**Barbarian** - High attack damage. Special attack increases damage dealt.

**Placement** - A good place to summon warriors is in the spot with the greatest concentration of fire. Stopped enemies can take much more damage increasing the life, duration, and overall effectiveness of your warriors.

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## PROPS

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I haven't spent any crystals on props and doing so is kind of a risky move. If you loose, you will have wasted your crystals that would have been better spent on skills, towers, and warriors. You can retry with props by pausing the game before you loose and then using a task killer to close Castle TD. This game is difficult enough without spending crystals on props. If you do, you might end up having to farm more later.

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## NORMAL MODE

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These are the things I spent crystals on that enabled me to beat normal mode. I did very little crystal farming and spent \$0.

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## SKILLS

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- Max Mana 4
- Mana Recovery 9
- Max Life 1

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## TOWERS

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- Lab Level 3
- Fort Level 3
- Fort Attack 15
- Cannon Level 3

## HARD MODE

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On Dark Forest II Stage 13 you are not allowed to use Forts. I was able to beat 13-1, but stage 13-2 was way more difficult. I had to farm 20,000+ crystals for Cannon upgrades on Mission 2 - Church: Rain of Arrow getting 899 crystals for 9 waves by not completing the Mission (read crystal farming technique above). This was the first stage I got stuck on for a mostly Fort build. You can watch the strategy I used with the link above in Strategies and Walkthroughs. The things I spent crystals on up until that point are in the description.

Stage 13-3 increases the difficulty even more and I had to farm 50,000+ crystals on Cannon Upgrades for the no Forts stage. I feel my biggest mistake was not choosing Wizards as they can attack air units. According to others, having Wizards and high Max Mana+Mana Recovery+Warrior Skill levels 10 up = A powerful weapon. Simple ways around this would be to farm crystals or use Props.

These are the things I spent crystals on that enabled me to beat Hard mode. I farmed about 70,000+ crystals and spent \$0.



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## SKILLS

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8 Max Mana  
15 Mana Recovery  
3 Crystal Magic  
14 Fire Magic  
2 Burning  
3 Max Life



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## TOWERS

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3 Bunker Level  
10 Bunker Attack  
5 Lab Level  
8 Lab Attack  
6 Fort Level  
25 Fort Attack  
5 Cannon Level  
26 Cannon Attack

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## WARRIOR (PALADIN)

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0/15 Spellbook

3/15 Armor

3/15 Weapon

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## MISSIONS

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In the first 4 Missions you can only use 1 of each type of tower at a time. 1 Fort, 2 Bunker (Bunker Level 3 and Bunker Attack 5 or less to beat), 3 Cannon, 4 Lab. I would suggest not completing the first or second mission right away and just use it for crystal farming since you get more crystals than from stages (read crystal farming technique above). You have to pay \$2 with real money for Missions 6-15 so its a good idea to not complete Mission 5 for farming purposes also if you intend to not spent real money. Mission 5 is also a lot easier and faster to farm than 1 thru 4.



## FOREST DEFENSE TIPS AND TRICKS GUIDE: HINTS, CHEATS AND STRATEGIES

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Forest Defense is a brand new tower defense game for the iPhone and Android where you have to protect the forest from a whole legion of mechanical invaders. You play as The Devout, and your main tower to defend is the Hamadryad, a huge, odd looking contraption that represents the spirit of the forest, or something. Anyways, all kinds of mythical forest creatures are at your disposal to protect the Hamadryad from the goofy robots that look like walking household appliances. Read on for some tips and tricks for Forest Defense!



## NO TREE-HUGGING REQUIRED IN FOREST DEFENSE - JUST LOTS OF COMBAT ACTION

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Originally an Android release, Forest Defense has been ported to iOS and has been holding its fort in the App Store. Forest Defense, as its name implies, is a tower defense game. But as Oriented Games, its developer, is quick to point out, it's not your average tower defense game. In addition to the strategic defense gameplay, Forest Defense also incorporates real-time combat action. That means there's not much waiting to do before something exciting happens, which is characteristic of many tower defense games.

Forest Defense is the story of, obviously, a forest under siege. It is your job as the leader known as The Devout to cast spells and summon mystical creatures to help you defend the forest against mechanical invaders called The Automata. In service of the forest spirit Hamadryad, you must strategically build an army to wage war on the enemies in each of the 50 increasingly difficult levels. Watch a preview of the game below.

The game is free to download, but, as expected from a free tower defense and combat action game, it is stocked with in-app purchases. These in-app purchases consist of packs of Sun Power, which serves as the in-game currency. Sun Power is used to upgrade your spells, allies, weapons and even The Devout himself. Purchasing Sun Power is not totally required, though, as it can also be earned while playing.

At the beginning of each round, move forward as far as you can. Stand just back from the closest enemy to you, so that you can shoot them but they can't attack you. Pick up the blue mana each of them drops, and build up your mana to huge levels. Upgrade your mana if you want, although it might be most effective to simply use all of your mana at once for summoning a ton of numen.

Your most effective numen is the laminaceph (the red one with the antlers) simply because he has a huge quantity of life points, and costs very little mana. Summon large amounts of numen and they will block any enemies from getting past them, allowing you an easy win. Put a whole bunch of punching macropuses behind them to add to the speed at which you kill the enemies, and add hasta-beaks to really do some serious damage. But the cornerstone of your defense should be the laminaceph.

Level up your punching macropuses, though, and you can put together a "zerg rush" style offense where you block enemies using the laminaceph, then send out a ton of the punching macropus at the same time as your mana builds up. Doing this can do massive amounts of damage all at once, and make you nearly invincible.

Keep the fireball around and upgrade it, but get rid of the tornado spell as soon as you unlock the honey bees. The tornado spell does very little damage, making it nearly worthless for attacking enemies, and upgrades don't do it much good either.

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# WALKTHROUGHS FOR PLAYING FOREST DEFENSE GAME

## **A. EARN MANA FROM ENEMIES IN THE BATTLE**

You will play as the Devout and his epic quest to defend the last Hamadryad where you have to protect the forest from a whole legion of mechanical invaders.

Just move forward as far as you can when being int the beginning of the game.

Stand back from the closest enemy to you, so that you can shoot them but they cannot attack you.

Once beating them, you can take the blue mana from them, and build up your mana to huge levels.

Afterward upgrade your mana, although it might be most effective to simply use all of your mana at once for summoning a ton of numen.

## **B. PROTECT THE FOREST AT ALL COST**

You play as The Devout, and your main tower to defend is the Hamadryad, a huge, odd looking contraption that represents the spirit of the forest.

You command the Devout that is the age-old nature spirit known only as the Hamadryad and summon the fiercest animals to help you defend the forest against the relentless enemies.

You will guide the Devout to use the powers of Sun and Water to oppose the heartless Automata.

Conscript, upgrade, and summon various ferocious beasts to aid you in your Forest Defense.

You will control all kinds of mythical forest creatures like fantastical birds, mammals, reptiles, and mythical creatures will follow you on the battlefield and protect the Hamadryad from the goofy robots that look like walking household appliances.

### **C. USE YOUR SKILL TO DEFEND THE FOREST**

You will be equipped with effective numen named laminaceph that is the red one with the antlers as he has a huge quantity of life points, and costs very little mana.

Summon large amounts of numen to block any enemies from getting past them, then guide you to get victory in the battle.

Try punching macropuses behind them to add to the speed at which you kill the enemies, and add hasta-beaks to deliver some serious damage.

Note that the cornerstone of your defense is only the laminaceph.

### **D. LEVEL UP YOUR SKILLS AND ABILITIES**

Level up your punching macropuses while putting together a “zerg rush” style offense where you block enemies using the laminaceph, then send out a ton of the punching macropus at the same time as your mana builds up.

Therefore you can do massive amounts of damage all at once, and make you nearly invincible.

Keep the fireball around and upgrade it, but try avoiding the tornado spell as soon as you unlock the honey bees.

The tornado spell does very little damage, making it nearly worthless for attacking enemies.

#### **E. CREATE YOUR ARMY TEAM WITH SPECIAL ABILITIES**

You must build and lead an army of original and uniquely designed magical creatures.

Get experience from each battle and upgrade the Devout for his powers, and the forest's creatures as well.

Fight alongside your beast soldiers and repel the unrelenting Automata in massive battles and dodge the enemy's attacks and devastate your opponents with the Devout's melee and magical abilities.

Along the game, you will have to fight in 50 increasingly difficult levels of frenzied action to beat the mechanical invaders.

So choose your team wisely for the right creatures at the right moment as it will bring you a good progress to win this game.

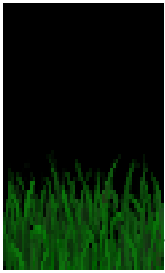
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## PLANTS AND CREATURES

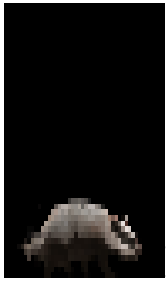
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Wild Stone: Tuning yourself to this Stone will grant you the power to grow Wild Grass, shoot high damage pixie-propelled bolts and enjoy the protection of a magical defense field.



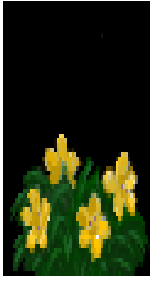
Wild Grass: The most basic grass. It spawns Pixies and wild animals, specially the terribly dangerous Badgers!



Badger: These aggressive little creatures may be weak but what they lack in strength they make up in... uhm... a higher spawn rate! They're also a Pixie's traditional mount.



Pixie: Pixies are one of the first stages in a Fairy's life cycle. These small fairies can be collected and used as resources. They spawn on wild grass and move around patrolling the area. If they happen to find humans they'll throw Pixie spears at them! So to sum up, they act both as forest mini-defenders and resources.



Pixie Bush: Pixies love these bushes and they spawn from them at an increased rate. These bushes grow only on wild grass and give off a smell that Boars love. Make sure you plant one of these if you want to have wild boars around.



Boar: Stronger than a Badger, weaker than a Bear. These forest pigs love to eat pixie cocoons!



Pixie Hive: If sufficient wild energies are spent on a Pixie Bush a Pixie Hive will grow. These pixie wax structures spawn pixies at an even higher rate and attract Bears with the smell of their pixie honey.





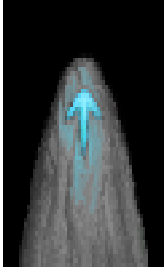
Bear: The strongest of your animal allies. Humans will have a hard time dealing with it.



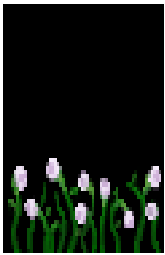
Lynx: Weaker than the Boar but with the ability to enter combat with a pounce attack that deals extra damage and stuns the target.



Saehrimnir Hog: A huge monstrous boar with the ability to regenerate health and be herded by the player. It needs to be summoned from a Wild Stone by spending an important amount of Wild Energies and then fed mushrooms, cocoons or corpses to gain size.



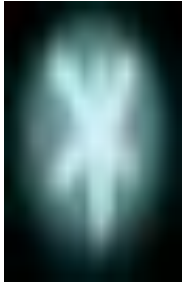
Fairy Stone: Tuning yourself to this Stone will grant you the power to grow Fairy Grass and shoot low damage, weakening fairy bolts.



Fairy Grass: This grass is slightly toxic to humans, and its magical properties make Pixies mature into Fairies.



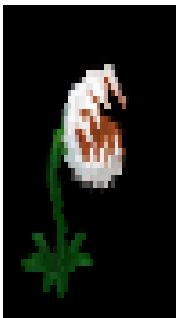
Pixie Cocoon: Pixies that have come in contact with Fairy Grass will ultimately build a cocoon around them and metamorphosize into Fairies. Wild Boars love these cocoons and normally eat them once they're open.



Fairy: Fairies are mature Pixies and can be collected as resources too. They just fly around doing nothing for now.



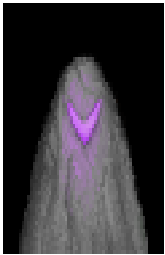
Guardian Flowers: This handy bush acts as a customizable tower. You can grow different defensive flowers on it depending on your needs.



Guardian Flowers: This handy bush acts as a customizable tower. You can grow different defensive flowers on it depending on your needs.



Dart Flower: A ranged flower. It shoots poisonous darts at its enemies



Dark Stone: Tuning yourself to this Stone will grant you the power to grow Rotweed.



Happy Playing ☺